

# SOLUTION..Tactical Decision Game #2-01

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"Guidons," "This is Bandit 6...FRAGO to follow; prepare to copy."

**Mission:** B/2-8 IN (M) defends in sector NLT \_\_\_\_\_ in order to block enemy movement westward along the mobility corridors exiting Butters town in order to prevent Team C, the TF main effort, from being enveloped from the north.

## Intent:

- Retain key terrain west of Butters town.
- Use fires to fix enemy in the open west of Butters town.
- Block enemy penetrations west of Butters town.
- Prevent civilian casualties and collateral damage through strict fire control measures.

**We will accomplish this by** conducting a defense in sector, platoons in battle positions.

**Decisive Point** is the destruction of two MRCs in EA KILL. This is decisive because it will prevent the enemy from massing combat power against the Co main effort and against the TF ME in the south.

## SOM:

**ME:** 1/C Tank **T:** Destroy **P:** Prevent Team C, the TF main effort, from being enveloped from the north.

**SE 1:** 1st PLT **T:** Block **P:** Prevent the envelopment of the ME from the south.

**SE 2:** 3/A Mech **T:** Fix **P:** Allow the ME to destroy enemy in EA KILL.

**2nd PLT,** you will become the CO/TM **reserve** with planning priorities of reinforcing the ME, then reinforcing SE 2, then counterattack into EA KILL. You will be collocated with the HQ element vic CP 1.

**Purpose of Artillery Fires** is to fix enemy formations in order to allow the ME to destroy enemy in EA KILL.

**Purpose of Mortar Fires** is to destroy enemy engineers and dismounts attempting to breach tactical obstacles.

**Purpose of Engineers** is countermobility, then survivability. ENG PL, First, I need to work with the FSO and work up two possible FASCAM locations. I am looking in EA KILL West of Butters town and also south of Butters town. Second, I need you to emplace an MOPMS (modular packed mine system) on the two bridges being overwatched by 1st platoon. I need you other squads to continue to improve on the protective obstacles in each BP; ensure that each platoon is emplacing all C-M assets as they should be.

Gentlemen, integrating our fires will be critical to our success in this operation. We have established group target 1C1 west of Butters town. 3/A will be the firer and observer of this target; alt will be 1/C. Trigger will be the second enemy platoon identified in EA KILL. (6 more vehicles) This target is an HE/smoke mix. We will then fire FASCAM west of Butters town, in EA Kill North. The intent is to separate the lead enemy MRC from follow-on forces to prevent them from massing on the ME. This will allow us to destroy the lead company as the second enemy MRC is being fixed by the minefield. Additionally, each platoon will be allotted one priority target. Priority of fires is the 1/C, then 1st platoon, then 3/A.

As enemy vehicles maneuver into EA KILL we will engage first with TOWs and Javelins, then M1s, and then 25mm. Ensure that you are firing by section and far-to-near with Tanks and near-to-far with BFVs. 1st platoon, you will orient between TRPs 1 & 3 in EA KILL South. You will be responsible for calling TGTs AB 1000 and 1001. 3/A, you will orient between TRPs 2 & 4 in the EA and will call TGT 1C2. 1/C, you will focus in EA Kill central and on TRP 4. Ensure that all gunners are using thermals to acquire targets and that there is cross talk between platoons to avoid target overkill. Men, positively ID targets before engaging; focus on engagements in the EA and not on the edge of the town.

